

SUPERMAN

KAL-EL



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© Knight Models.

LEVEL

19




AFFILIATE

Justice League

ATTRIBUTES

Power: 11
Speed: 4/8/15
Strength: 6
Attack: 6
Size: 2
Agility: 8
Stamina: 12
Willpower: 9

SKILLS

Fly
Heroic Action
Resistance/2  
Thermal Vision
Weakness to 

DEFENSES

 15
 15
 13
 15

ENDURANCE





+1 POWER / +1 ATTACK

-1 WILLPOWER

-1 ALL DEFENSES /
-1 WILLPOWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	4 / 	 - 	3		Overload +3 DMG.
Heat Vision	2 / 	 - 	2	10 	Penetrative. Overload Pierce/3.
Flying Punch	6 / 	 - 	5	 /6	Stun/3.
Freezing Breath	3 / 	 - 	2		Ensnare/3.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Advanced Bodyguard	1 / 	(R)	4	When a friendly Model in range becomes the target of an attack, this model becomes the new target.
Super-Charge	1 / 	(A)	-	When this model ends its next movement action, all models within 2" must immediately pass an Agility roll or suffer 2 Damage.